

Fig. 1 Prior art

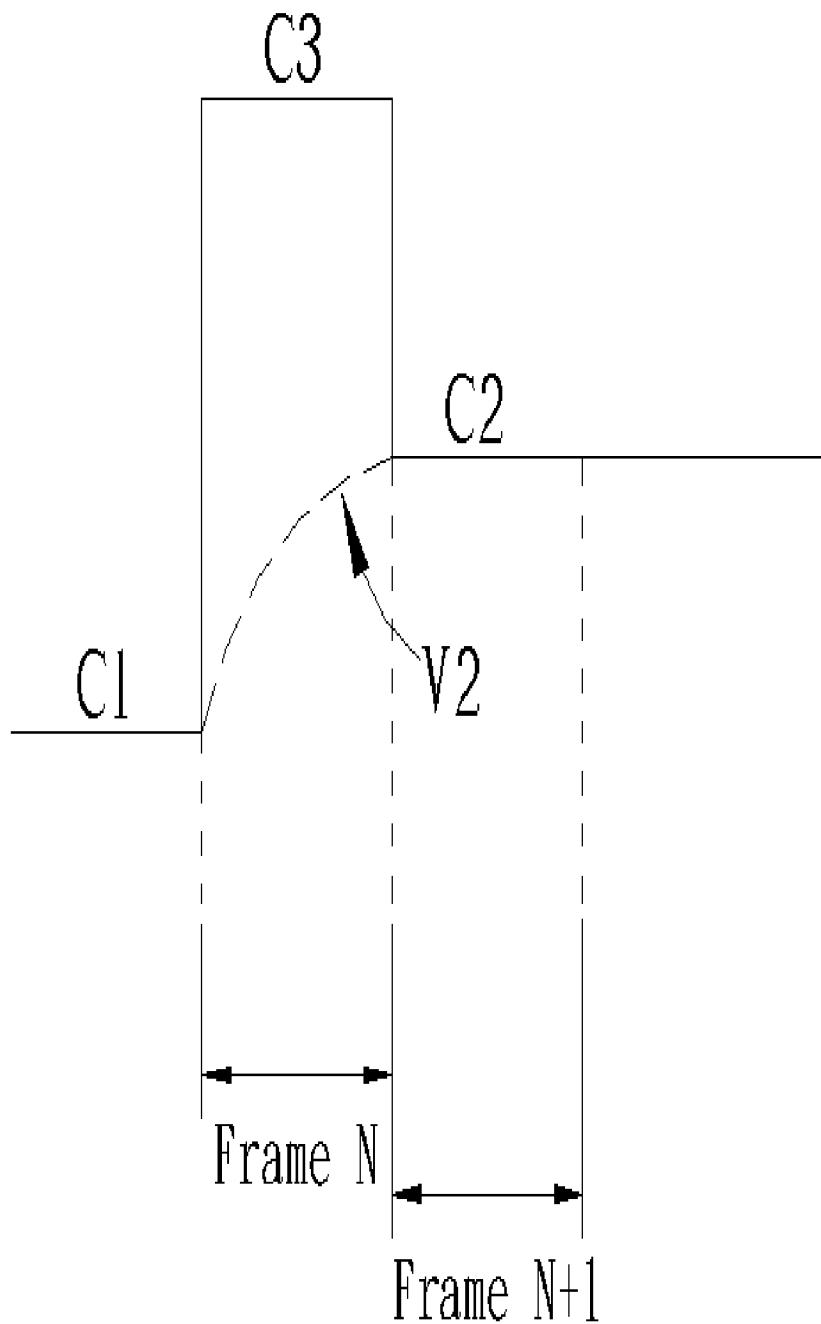


Fig. 2 Prior art

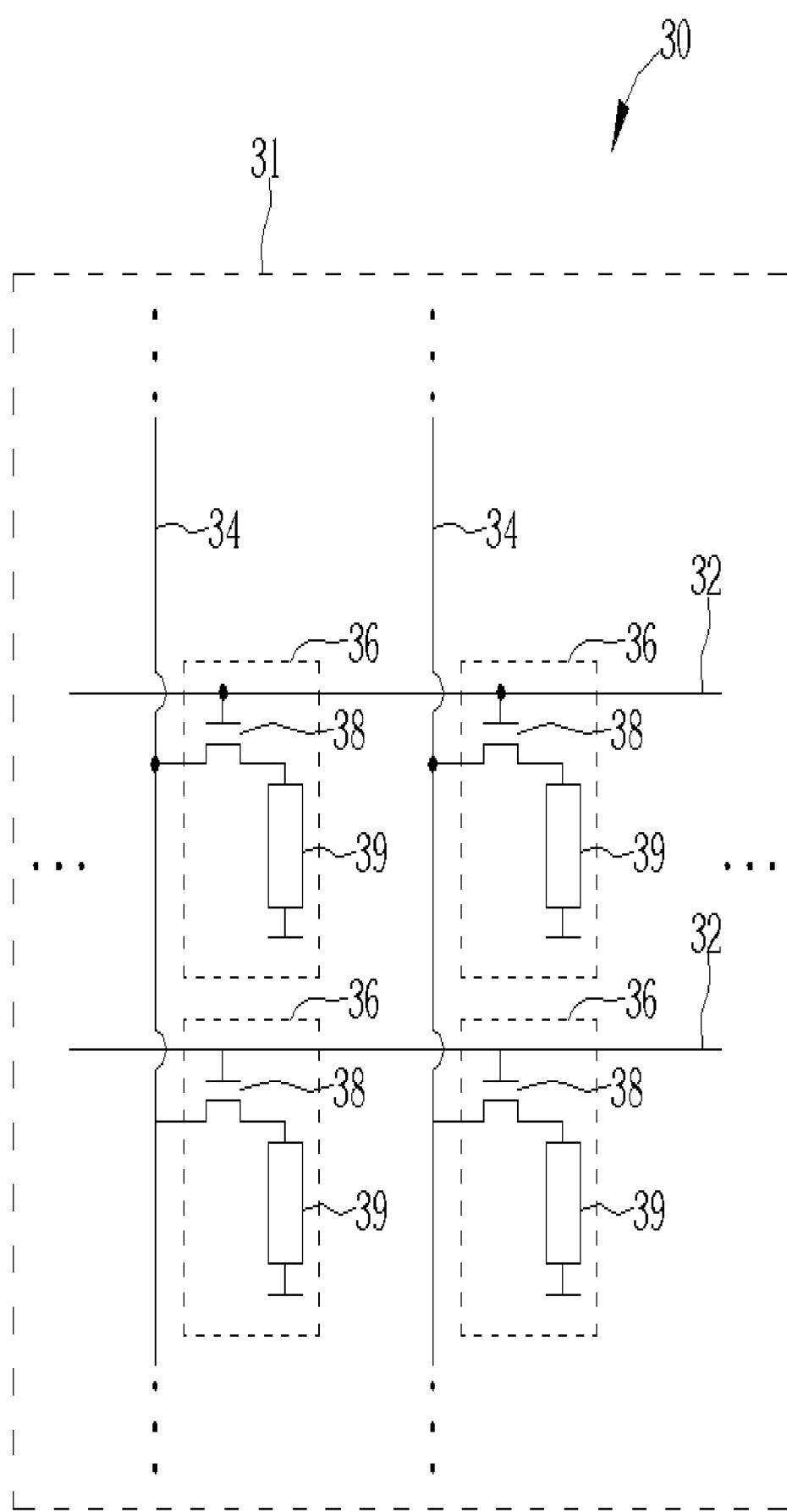


Fig. 3

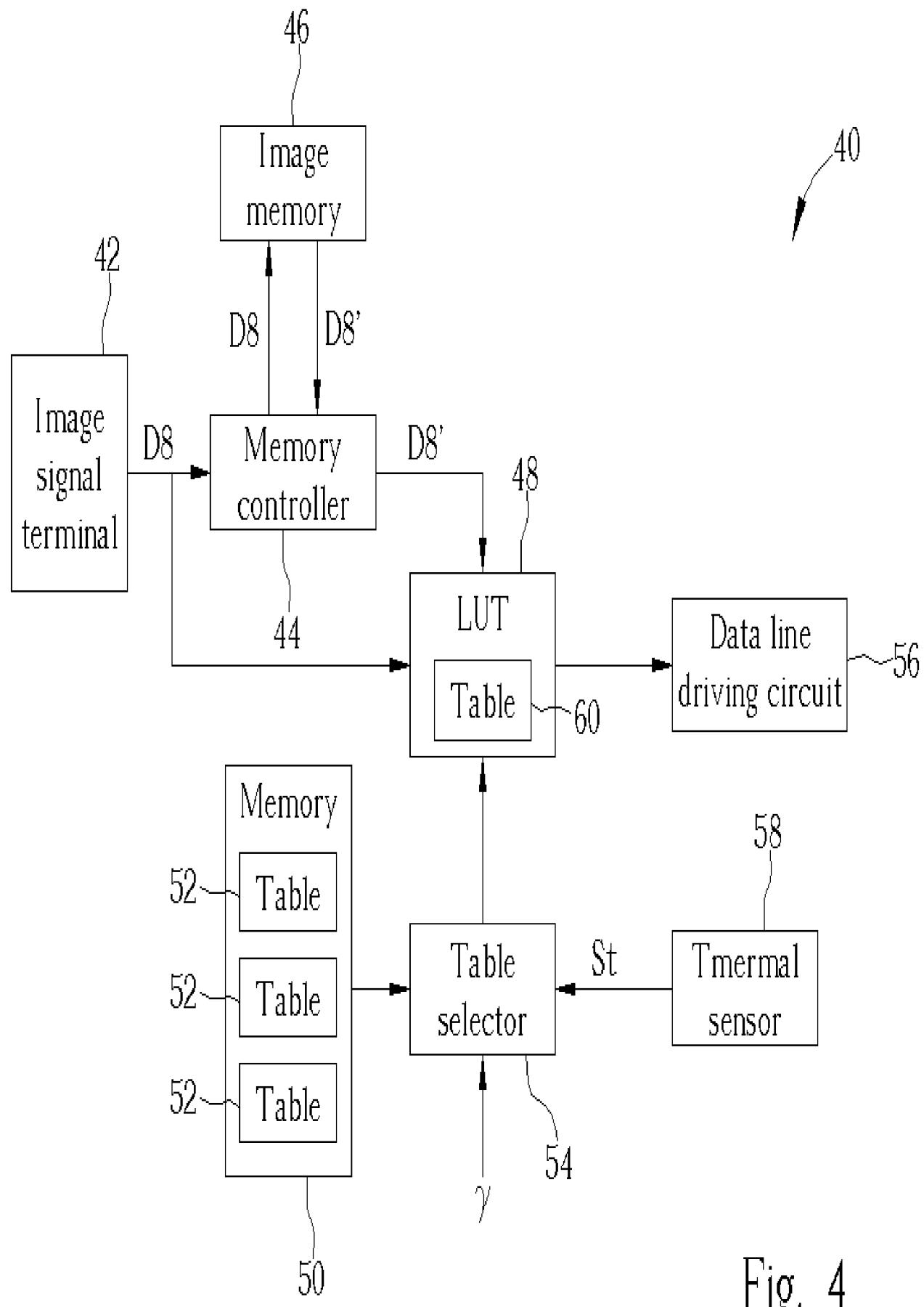


Fig. 4

Diagram illustrating a 256x256 image memory structure. The memory is divided into a 16x16 grid of 256x256 blocks. The first 128 blocks are labeled "Delayed image data D8", and the last 128 blocks are labeled "Current image data D8". The last 64 blocks are labeled "64". A pointer labeled "60" points to the top-left cell of the grid. The grid is divided into 16x16 blocks.

		Current image data D8											
		0	1	2	3	...	180	...	254	255			
0	0	1	2	3					255	255	~62		
1	0	1	2	3					255	255	~62		
2	0	1	2	3					254	255			
3	0	1	2	3					254	255			
...	...	...	...	...	...	...	...	...	...	...	...	...	
128					...	210	...						
...	...	...	...	...	...	...	...	...	...	...	...	...	
254	0	0	0	1					254	255	~62		
255	0	0	0	0	...	...	...	...	254	255	~62		

Fig. 5

Gray scale

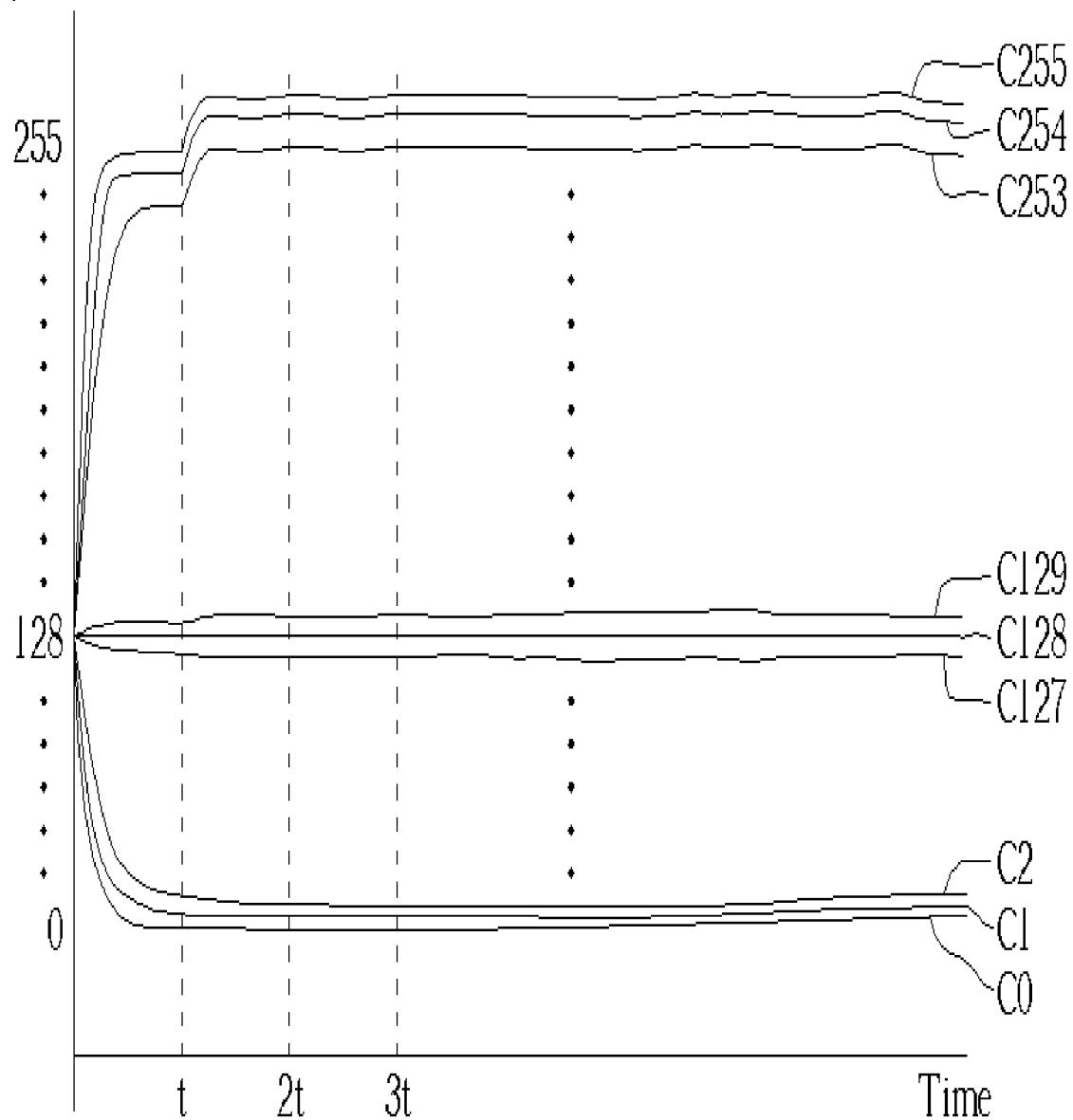


Fig. 6

Gray scale

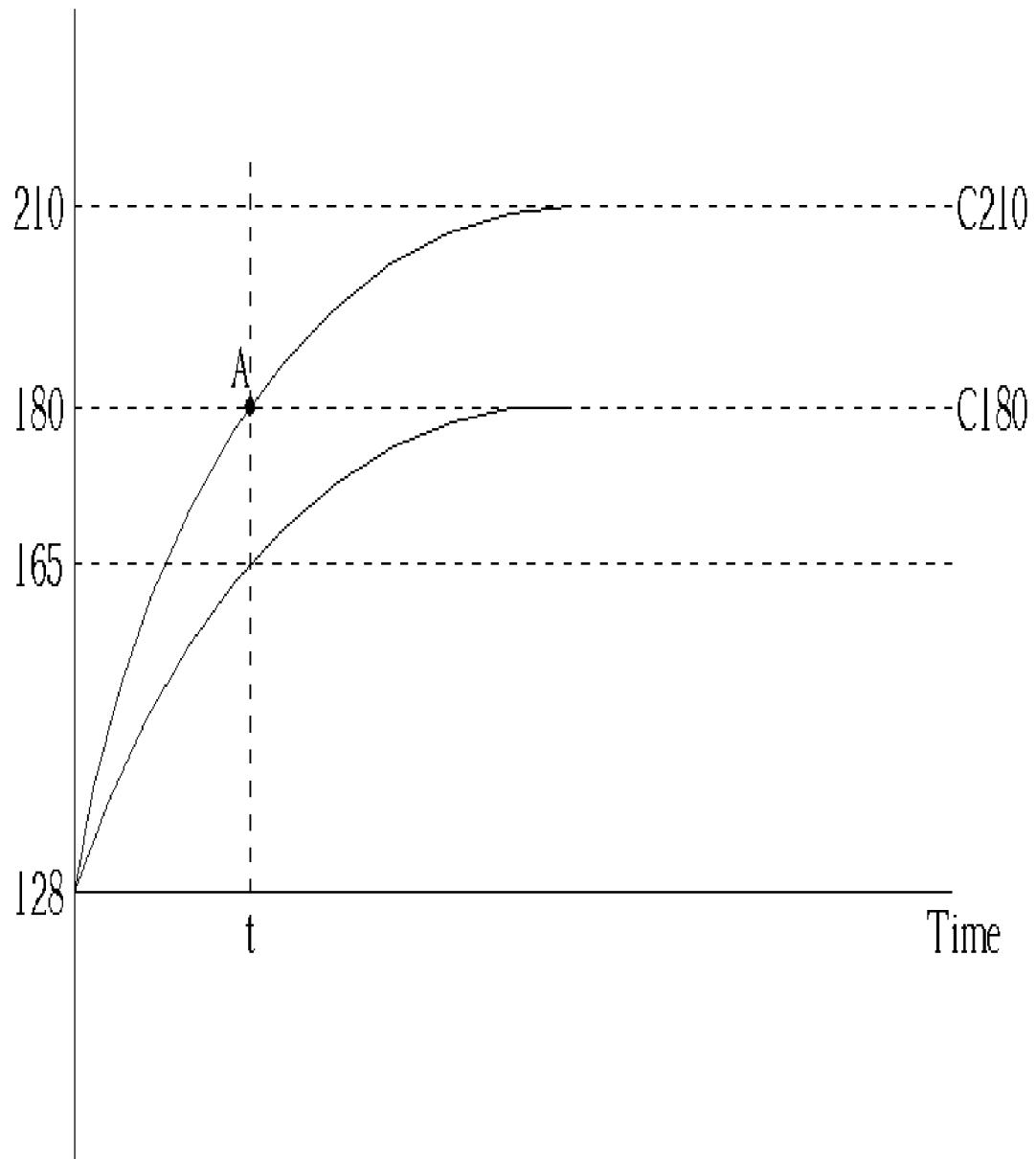


Fig. 7

70

Current image data D8							
	0	1	2	3	.....	254	255
Delayed image data D8'	0	0	1	3	4	255	255
	1	0	1	3	4	255	255
	2	0	1	3	4	255	255
	3	0	1	3	4	255	255
	•	•	•	•	•	•	•
	•	•	•	•	•	•	•
	•	•	•	•	•	•	•
	•	•	•	•	•	•	•
	•	•	•	•	•	•	•
	•	•	•	•	•	•	•
254 0 0 1 1 255 255 ~72							
255 0 0 0 0 ..... 255 255 ~72							
72 72				72 72			
74				74			

Fig. 8